

C:/Library/Job/Projekte
/SimulationVisualization
/EyeCandy3D/EyeCandy3D/include
/EC3D/Core/Shader/ShaderTimed.h

```
graph BT; A["C:/Library/Job/Projekte  
/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/src  
/Core/Shader/ShaderManager.cpp"] --> B["C:/Library/Job/Projekte  
/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/include  
/EC3D/Core/Shader/ShaderTimed.h"]; C["C:/Library/Job/Projekte  
/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/src  
/Core/Shader/ShaderTimed.cpp"] --> B;
```

C:/Library/Job/Projekte
/SimulationVisualization
/EyeCandy3D/EyeCandy3D/src
/Core/Shader/ShaderManager.cpp

C:/Library/Job/Projekte
/SimulationVisualization
/EyeCandy3D/EyeCandy3D/src
/Core/Shader/ShaderTimed.cpp